

**Function**

**Fun**

## Contribution

- Combine principles of a waiting area with a play ground to appeal to children
- Integrated with information for the children presented in non conventional ways
- Enhance learning and entertaining in healthcare environment
- Help to build sense of community
- Reduce risk of infection

## Future Improvements

- Enlarge the database of the F.I.R.S.T interface to include more knowledge about self care and prevention, healthy life style etc.
- Personalize the ball to facilitate self check-in process
- Enable the instant contact between kids and their parents/caregivers

## Mission Statement

Transform traditional waiting room into

**Family Information  
Recreation Space  
Transit.**

### F.I.R.S.T GROUP

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Creating

**F. I. R. S. T.**

**FAMILY**

**INFORMATION**

**RECREATION**

**SPACE**

**TRANSIT**

**for children and  
their families**



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PEDIATRIC CENTER OF THE FUTURE

## Problem of Waiting Room

- Lack of positive distraction
- Lack of information, instruction and communication for patients and family members
- Lack of design solution to satisfy the aesthetic need
- Keyboard and furniture are hard to clean



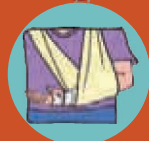
**Waiting room is no longer just a place for waiting, instead a Family Information Recreation Space Transit**

**F. I. R. S. T.**



## Evidence

- It is important to provide affordances for desired interactions with systems and furniture (Norman, Donald, 1988)
- Design will impact perceived waiting time (Franklin Becker & Kelley S. Parsons, 2006).
- The adverse effects of waiting can be soothed more effectively by improving the attractiveness of the waiting environment (Prudyn, Ad and Smidts, Ale, 1998)
- Perceived quality of care is related to waiting room design. (Arnell A.B.; Devlin A.S.L.O.A.N)



## Design Principles

- Furniture should be integrated with information to facilitate communication, education and make care process transparent
- Furniture should be easily re-arrangeable to design different spaces for different users.
- It should be simple to convert free of complicated components or steps so that everyone can use it
- Furniture should be easy to disinfect/clean
- Furniture should be aesthetically pleasing/ergonomic

## Design Features of F.I.R.S.T.

- Group ball pit
- Color balls with sensor chips
- Re-arrangeable kids-friendly seats
- F.I.R.S.T interactive table
- Wall mounted screen
- UV light underneath table

## What is in the F.I.R.S.T. interface?

- \* Tic Tac Toe Game
- \* Aquarium Exploration
- \* Doctor Page

### Under "Doctor Page"

- Common causes of hospital visits, ie. broken arms, asthma etc
- Basic process for hospital visits, ie. Taking blood, temperature, putting arms in casts etc.
- Knowledge about how to keep healthy
- Rules of the hospital

**Our solution = Waiting area + Playground + Information**